Sinthesi

CALL MODULE

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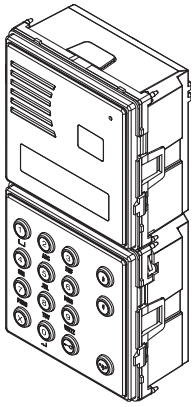
SINTHESI CALL MODULE Ref.1083/13



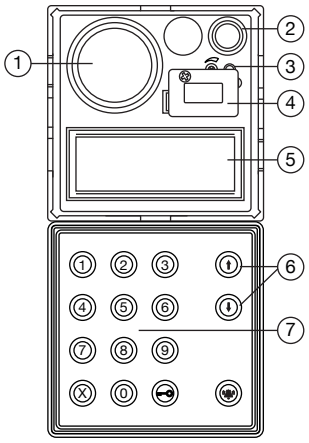
The Ref. 1083/13 calling module corresponds to 2 Sinthesi modules and is provided with LCD display, built-in door unit and back-lit buttons.
The Ref. 1083/13 call module offers the following functions:

- Possibility of calling all potential system users (128 users for 32 risers) by entering the physical code (2 digits for the riser number and 3 digits for the apartment number).
- Two 16-character row LCD with display of user repertory.
- Alphanumeric keypad
- 4200-name repertory; a 4-digit door-opener code can be assigned to each name.
- Possibility of associating 4-digit logical call codes to the names.
- 100 door-opener codes not associated with names.
- Name selection using arrow keys and search by initial letter.
- Management of main entrance electric lock with capacitance discharge and holding current and also with changeover relay output.
- Output contact for control of vehicle entrance electric lock.
- Door-opener pulse (unrestricted or protected by privacy feature).
- Postman function: direct opening of main entrance with key on days and at times programmed.
- Direct call to switchboard if two buttons are pressed at the same time.
- Management of main entrance Hall button.
- Management of main entrance door sensor.
- Management of video input for surveillance camera and T signal management for video switch.
- Speaker and microphone volume adjustment trimmer.
- Bluetooth programmable using portable devices equipped with dedicated software
- Output of device for deaf people (European law SOCU0611477A)

TECHNICAL SPECIFICATIONS

Power voltage (LINE):	**36 – 48Vdc**
Stand-by consumption:	**Max 85 mA**
Max. consumption (Video call)	**220 mA**
Lock output SE+ SE-:	**capacitance discharge 22-24Vdc holding current max 200mAdc**
Lock relay C/NC/NO:	**Max 24V 5A**
Lock relay SE2:	**Max 24V 300mA**
Working temperature range:	**- 10°C + 50°C**
Reference standards:	**EN61000-6-3, EN61000-6-1**

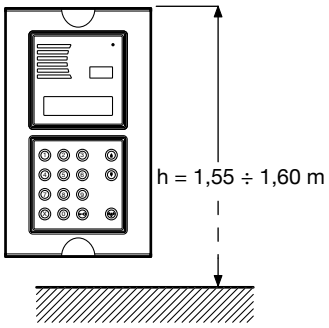
STRUCTURE



1. Loudspeaker
2. Microphone
3. Volume adjustment of loudspeaker and call module microphone (they can also be accessed from the rear side of the module)
4. Infrared port for remote programming
5. Graphic backlit alphanumeric display
6. Yellow backlit buttons for name selection
7. Green backlit numeric keyboard buttons, with yellow backlit function buttons: 'Cancel', 'Key' and 'Call'

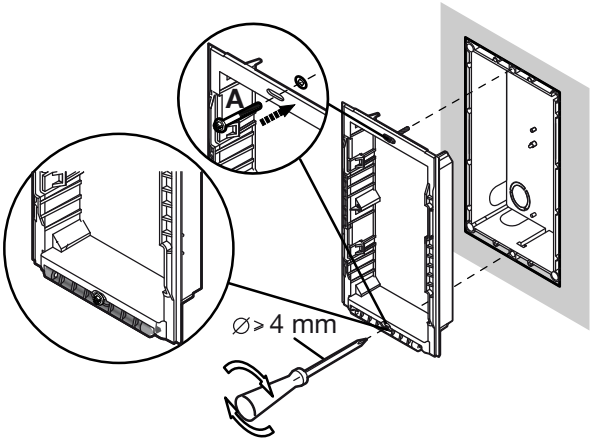
INSTALLATION

1. Install the module at the height shown.

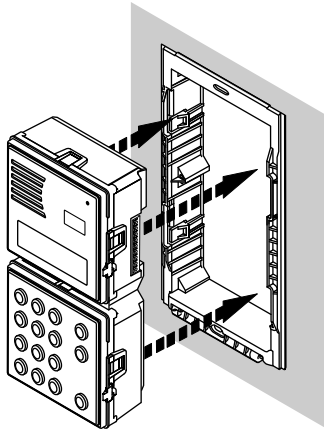


To obtain the best reading of the call module display, it is suggested not to keep it against the light and not to directly point it to strong light sources (for ex. sun, street lamps, lamps, flashes or reflections).

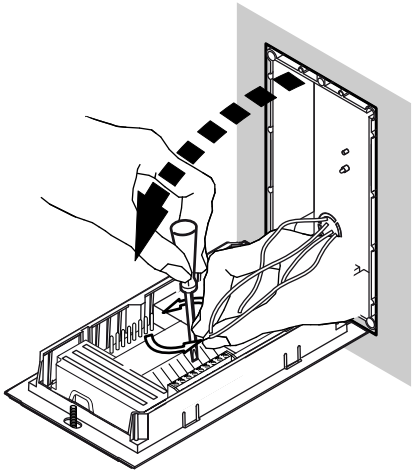
2. Fit the module holder frame in the flush-mounting box.



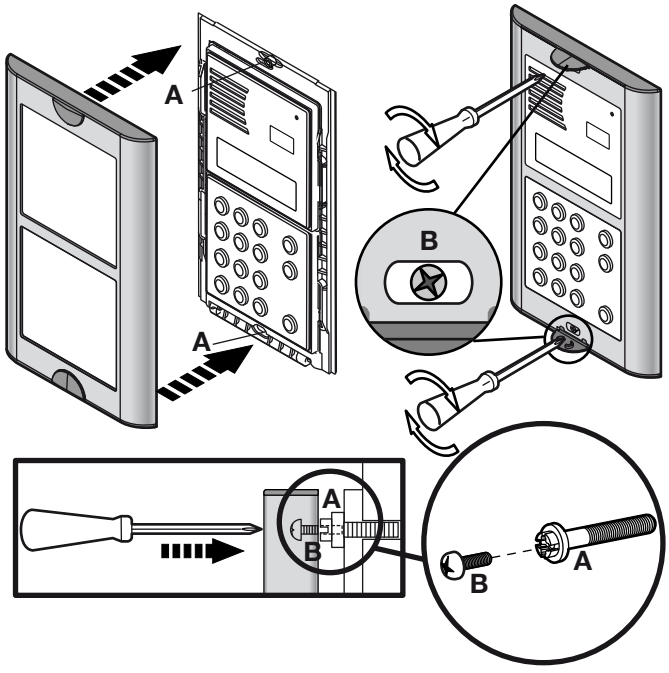
3. Fit the modules in the frame.



4. Tip the frame and connect wires.



5. Close the frame.
6. Fit the panel on the frame.



An anti-theft screw is provided to increase installation security.

AUDIO ADJUSTING

The audio levels are trimmed in factory, so they don't need to be changed in most installations.
If they must be changed, use a screwdriver on the suitable adjustments (3), accessible from the module front side (by removing the upper front) and from the rear side.

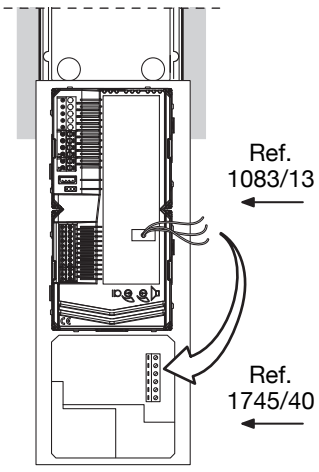
DESCRIPTION OF TERMINALS

⊘	V5	Reference for control camera signal / video switch
⊘	V3	Control camera signal / video switch
⊘	NO	Activation main entrance electric lock
⊘	NC	
⊘	C	
⊘	SE+	Positive for pedestrian electric lock activation
⊘	SE-	Negative for pedestrian electric lock activation
⊘	+	Do not use
⊘	-	
⊘	LINE	Bus line in
⊘		
⊘	T-	Reference for video switch
⊘	T+	Command for video switch
⊘	CT	Reference for PA and SP
⊘	PA	Hall button
⊘	SP	Open door detector (*)
⊘	SE2	Driveway electric lock activation (NO contact)
⊘		
⊘	B	RS485 serial port connection (for future developments)
⊘	A	
⊘	REF	
⊘	ILA	Output of device for deaf people
⊘		

(*) the terminal pin SP is connected by default to the terminal pin CT; to connect the normally closed door sensor (with closed door), remove the jumper.

CAMERA MODULE CONNECTION

In order to obtain a video door phone call station, a camera module can be installed with the digital call module. To connect the camera module Ref. 1745/40 (colour), use the connector on the rear side of the call module for the provided cable:
RED - Power positive (+TC)
BLACK - Power negative (R1)
WHITE - Video signal coax (Shield V5 + Core V3)



PRODUCT LIST

To install the call module, Sinthesi products and accessories can be used.
The following list contains the main codes which can be used.

EMBEDDING BOX

For 2 modules	**Ref. 1145/52**
For 3 modules	**Ref. 1145/53**
For 4 modules	**Ref. 1145/54**

FRAMES AND MODULE HOLDERS

For 2 modules	**Ref. 1145/62**
For 3 modules	**Ref. 1145/63**
For 4 modules	**Ref. 1145/64**

WALL COVER FRAME

For 2 modules	**Ref. 1145/712**
For 3 modules	**Ref. 1145/713**
Per 4 moduli	**Ref. 1145/714**
For 4 modules (2 frames for 2 modules)	**Ref. 1145/724**

RAIN HOOD

For 2 modules	**Ref. 1145/612**
For 3 modules	**Ref. 1145/613**
For 4 modules	**Ref. 1145/614**
For 4 modules (2 frames for 2 modules)	**Ref. 1145/624**

CASE AND HOOD

For 2 modules	**Ref. 1145/312**
For 3 modules	**Ref. 1145/313**
For 4 modules	**Ref. 1145/314**
For 4 modules (2 frames for 2 modules)	**Ref. 1145/324**

CASE AND HOOD FOR SEMI-FLUSHED GATE INSTALLATION

For 2 modules	**Ref. 1145/342**

POSTALBOX

For 2 modules	**Ref. 1145/42**

BLANK MODULE AND REPERTORY

Repertory module	**Ref. 1145/50**
Blank module	**Ref. 1145/59**

All Sinthesi products, characteristics and installation procedures are shown in "*Technical product manual - door phone and video door phone systems*" in the "*Sinthesi panels*" section.

PROGRAMMING

The call module with directory can be programmed as follows:
- Locally, with the keypad, without opening the module frame.
- With a BlueTooth device (PDA, Telephone, etc.) equipped with Windows Mobile 6.1 and a suitable software which can be downloaded from the reserved area of the website www.urmet.com.
- With a PC provided with BlueTooth interface, equipped with a suitable software which can be downloaded from the reserved area of the website www.urmet.com.

DEFAULT CONFIGURATION

Language:	Italian
Module type:	main
Module ID:	0
Code type:	physical code
Device type:	video
Guaranteed conversation time:	30s
Interruption:	not enabled
Main entrance lock time:	1s
Type of main entrance door-opener:	private
Vehicle entrance door-opener time:	1s
Type of vehicle entrance door opener:	private
Password:	1000
Number of surveillance cameras:	0
Key click:	yes
Postman function:	no

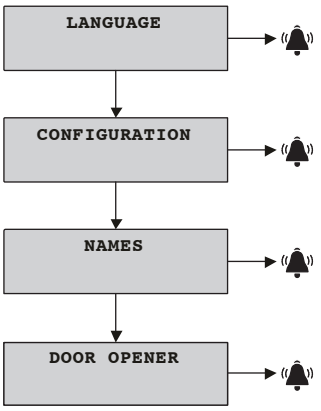
To restore the default values, power the device holding down the X, 8 and 6 keys.

PROGRAMMING WITH KEYBOARD

PROGRAMMING MASTING

To access the configuration and programming menu must:
- enter the 99999;
- the display shows:

- Enter the password (default 1000) and press 🔔 to access the following programming menu:



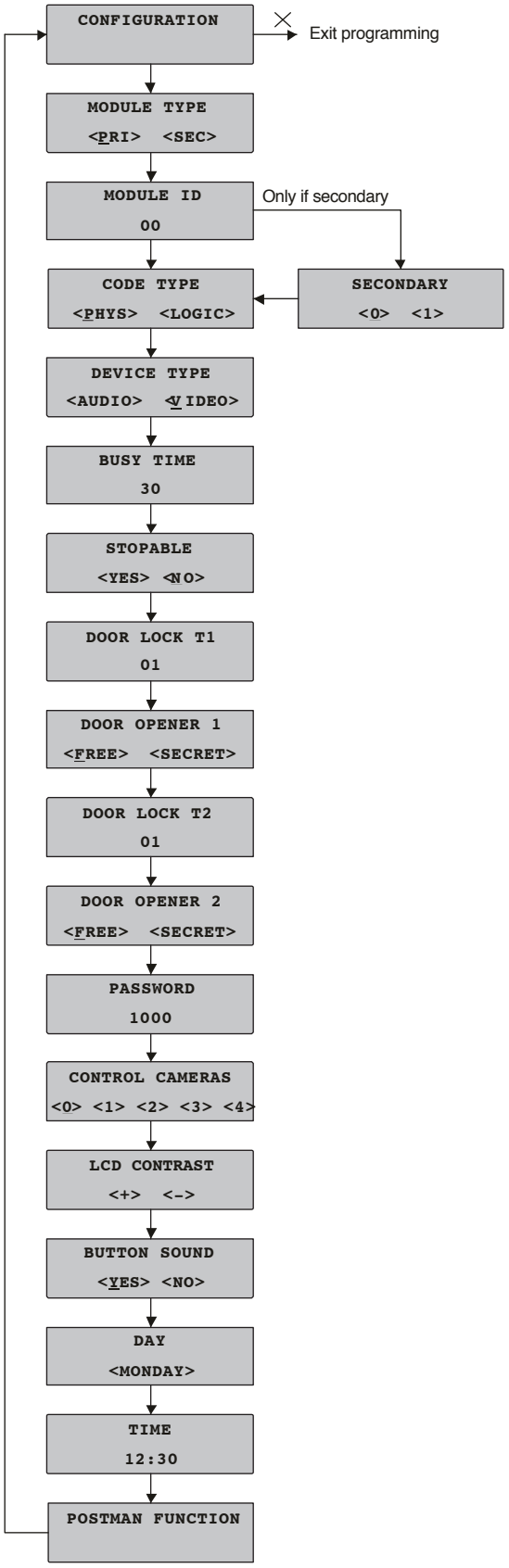
Use the arrow keys to scroll the programming menu. Press 🔔 to access the selected second level menu; press **X** to quit programming.

LANGUAGE

In the "language" menu, select the operating language with the buttons ↑↓ and confirm with 🔔.

CONFIGURATION

The configuration menu is as follows:



Press to confirm selection; press **X**, to cancel selection. Pressing **X** for 3s, returns to the start of the menu; to quit, press **X** again.
If the value entered is not correct, the display shows:

```
CODE NOT
ALLOWED
```

The parameters which are configured in this menu are the following:

Module type
The calling module may be a main or secondary device. All systems users can be called from the main device; only users of the related riser column can be called from the secondary device. The user who receives the call is able to distinguish the origin of the call according to ring duration.
There may be 2 secondary call stations with different numbers in the same riser column (secondary 0 or 1).

Module ID: door unit number
Set a number from 00 to 03 for a main module or from 00 to 31 for a secondary module.
- Two main stations cannot have the same ID. Two secondary stations may have the same ID but must have a different number (see next parameter).
- The ID of the secondary door unit must be the same as the riser column ID set in the Ref. 1083/50 riser column interface.

Secondary
In the case of a secondary module and if there is only one secondary in the riser column, set 0; if there are 2, set 0 and 1 in the two secondaries.

The secondary call station with ID=0 must be connected to the column interface Ref. 1083/50 IN0 input, the secondary call station with ID=1 must be connected to IN1 input.

Code type
Type of user call code.
- Physical code: users are called with a 5-digit code as follows: ccnnn, where cc indicates the riser column (from 00 a 31) and nnn indicates the number of the apartment (from 000 a 127)
- Logical code: users are called with a a number of 1 to 4 digits from 1 to 9999. To use the logical codes, the names must be programmed, assigning the logical call code to the physical code of the apartment.

Device type
Indicates whether the module is equipped with local camera unit.
- Video: a local camera is connected to the "VIDEO MODULE" connector; the call station is a video door phone. Up to 4 surveillance cameras, which can be displayed by users using the auto power-on key, can be connected to the V3/V5 input.
- Audio: no local camera unit is connected to the "VIDEO MODULE" connector; the call station is a door phone. Up to 4 surveillance cameras, which can be displayed by users using the auto power-on key, can be connected to the V3/V5 input. In the case of a single surveillance camera, the call station becomes a video door phone and uses this camera in the call phase.

Busy time
This is the guaranteed communication time. The values (in seconds), which can be selected with the arrow keys, are 01, 10, 20, ….70.

The busy time (guaranteed conversation time) must be programmed in the same way for all system call station.

Stopable
During auto power-on or an intercommunicating call or consultation of the video door phone answering service, the riser column concerned or the entire system is in Busy status which, according to how this parameter is programmed, may or may not be interrupted by a call from the door unit.

The parameter "Stopable" (interruption) must be programmed in the same way for all system call station.

Door lock T1
Maintenance time of the main entrance electric lock (terminals SE+/SE-) and of activation of terminals C/NC/NO. Enter a number (in seconds) from 1 to 90.

Door opener 1
Electric lock control may be "protected by privacy feature" or "unrestricted". The door unit behaves as follows in the two cases:
- 'Secret': pressing the door-opener button of an apartment station, the electric lock of the call station is released only if a call has been received or a voice conversation is in progress with this or if, following auto power-on, it is in video connection with this.
- 'Free': pressing the door-opener button of an apartment station, the electric lock of the door unit is released only if this has been configured as main, or the user belongs to the riser column of the same secondary door unit. This riser column is defined by the ID of the secondary door unit. This function is normally used on secondary stations.

Door lock T2
Activation time of the vehicle entrance electric lock (SE2 terminals). Enter a number (in seconds) from 1 to 90.

Door opener 2
The electric lock may be controlled in "private" or "unrestricted" mode. The door unit behaves as follows in the two cases:
- 'Secret': pressing the door-opener button of an apartment station, the electric lock of the call station is released only if a call has been received or a voice conversation is in progress with this or if, following auto power-on, it is in video connection with this.
- 'Free': pressing the door-opener button of an apartment station, the electric lock of the door unit is released only if the door unit is configured as main, or the user belongs to the riser column of the same secondary door unit. This riser column is defined by the ID of the secondary door unit. This function is normally used on secondary stations.

Password
Password for accessing configuration and programming of call module data.
Set a value from 1000 to 9999 (default 1000).

Control cameras
Number of surveillance cameras connected to terminals V3/V5 (if more than one, via the 1083/69 video switch).

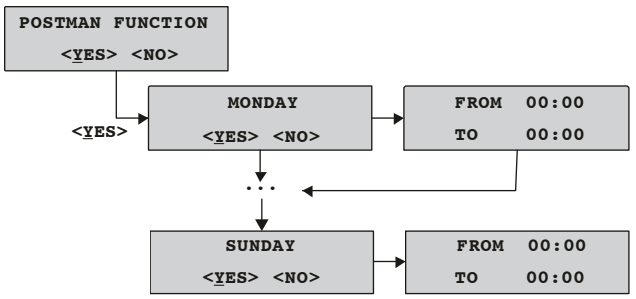
LCD contrast
Press the UP key to increase contrast and the DOWN key to reduce this.

Button sound
The button sound function can be disabled.

Day
With the arrow keys, select the day of the week to be programmed in the internal calendar.

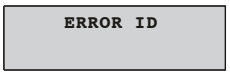
Time
Enter the time to be programmed on the internal clock.

Postman function
If the function is enabled, the main entrance can be opened simply by pressing the key on the days and at the time set in the following screen pages.



The function can be enabled for each day of the week, also defining the related time band.

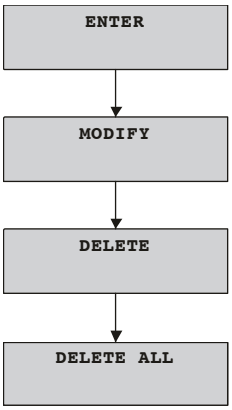
On exiting configuration, a check is made on whether the system already comprises a device of the same type with the same ID and, if secondary, with the same number (0 or 1). If so, the following message is displayed:



In this case, return to configuration and correct the error.

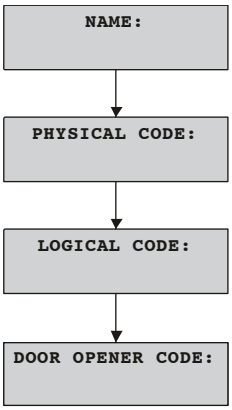
NAME PROGRAMMING

The name programming menu is as follows:



The name programming menu can be scrolled using the arrow keys; press **X** to quit programming or to access the menu item.

Enter



Up to 32 characters can be entered using the keypad as for a telephone; to insert a space ( ), press the 1 key once only; press the 0 key once to move to the second line ( ). Press the arrow keys to scroll all available characters for the language used.
Press to move to insertion of the physical code.

Press **X** to cancel the last character. Pressing **X** without inserting characters returns to the name programming menu.
If the name entered already exists, an error message is displayed and the data must be re-entered.

Enter the **physical** call **code** of the apartment in the format XYABC, where XY is the riser column (00-31) and ABC is the address of the apartment (0-127). In systems without Ref. 1083/50 riser column interface, the riser column code is 00.
Press to move to the next step (logical code or door-opener code).

Press **X** to cancel the code. Pressing **X** without inserting characters returns to the previous step.
If the code entered is not valid, an error message is displayed and the data must be re-entered.

Enter the **logical** call **code** of the apartment which must be a a number of 1 to 4 digits from 1 to 9999.
Press to move to the door-opener code.

If the device is set with code type = physical codes, this screen page is not displayed.

Press **X** to cancel the code. Pressing X without inserting characters returns to the previous step.
If the code entered is not valid, an error message is displayed and the data must be re-entered.
The logical code must be univocal in the repertory programmed.
If a **door-opener code** to be assigned to the user inserted, enter the door-opener code which must be a 4-digit number from 0001 to 4999. This code will open the main entrance; to open the vehicle entrance, enter a door-opener code from 5000 to 9999. After insertion, press .
If a **door-opener code** is not to be assigned to the user inserted, press without code.
Press **X** to cancel the code. Pressing **X** without inserting characters returns to the previous step.
If the code entered is not valid or already exists, an error message is displayed and the data must be re-entered.

After this step, the name is inserted in the repertory and a new name can be inserted.

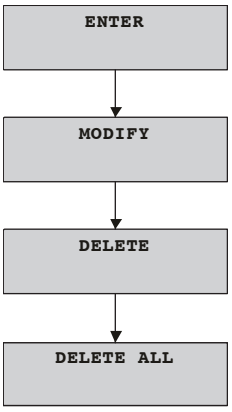
Modify
From this menu, the repertory can be scrolled using the arrow keys; press to modify the data following the same screen pages as for insertion.

Delete
From this menu, the repertory can be scrolled using the arrow keys; pressing , confirmation of deletion is requested.

Delete all
From this menu, the entire names repertory can be deleted; pressing , confirmation of deletion is requested.

DOOR-OPENER

This menu is used to manage door-opener codes not associated with names in the repertory. The menu as follows:



The door-opener codes programming menu can be scrolled using the arrow keys; press **X** to quit programming or to access the menu item.

Enter
Enter the door-opener code which must be a 4-digit number from 0001 to 9999. A code between 1 and 4999 will open the main entrance; a code between 5000 and 9999 will open the vehicle entrance. After insertion, press .
Press **X** to cancel the code. Pressing **X** without inserting characters returns to the previous step.
If the code entered is not valid or already exists, an error message is displayed and the data must be re-entered.

Modify
From this menu, the list of the door-opener codes can be scrolled with the arrow keys; press to modify the code selected.

Delete
From this menu, the list of the door-opener codes can be scrolled with the arrow keys; pressing , confirmation of deletion is requested.

Delete all
From this menu, all the door-opener codes can be deleted; pressing , confirmation of deletion is requested

PROGRAMMING VIA BLUETOOTH

The call module is equipped with a Bluetooth receiver-transmitter to facilitate programming of configuration, names and door-opener codes.

PROGRAMMING WITH PDA OR TELEPHONES

Access the programming mode by entering the code 99999 followed by the password (default 1000), activate the 2Voice_Mobile software (which can be downloaded from the site www.urmet.com) previously installed on the PDA or on the telephone and, from the telephone, make the connection between the software of the telephone and the call module.
The display shows:

Set as indicated in the user manual of the 2Voice_PC software.
To exit Bluetooth programming, press **X** for 2 seconds.

PROGRAMMING WITH PC

Access the programming mode by entering the code 99999 followed by the password (default 1000), activate the 2Voice_PC software (which can be downloaded from the site www.urmet.com) previously installed on the PC and make the connection between the software and the call module.
The display shows:

Set as indicated in the user manual of the 2Voice_PC software.
To exit Bluetooth programming, press **X** for 2 seconds.

OPERATION

CALLS TO USERS

In stand-by mode, the call module displays:

SELECT NAME
▲▼ AND PRESS 🔔

If no names have been inserted in the repertory, the display shows

TYPE CODE
PRESS 🔔

CALL BY ENTERING PHYSICAL CODE

If the call module is configured with physical codes, enter the 5-digit code as follows:

CODE:
01003

riser column number (00 ÷ 31) — apartment number (000 ÷ 127)

In systems without Ref.1083/50 riser column interface, the riser column code is 00.

Use **X** to delete the character if you make a mistake; with 🔔, if the system is free and the code is valid, the call is made and for the entire pick-up wait time (max. 60s) the display shows:

CALLING

If the code is not valid, the display shows:

WRONG
CODE

and the display returns to stand-by status;

If the code is valid but the system is busy, the display shows:

LINE BUSY
WAIT

When the system is free again, the call can be repeated

A physical code that starts with zeroes can be entered, omitting the zeroes (e.g. physical code 1001 will call riser column 01 user 001).

CALL BY ENTERING LOGICAL CODE

If the call module is configured with logical codes, enter a code of maximum 4 digits.
The digits entered are shown on the display:

CODE:
1002

Use **X** to delete the character if you make a mistake; with 🔔, if the system is free and the code is valid, the call is made and for the entire pick-up wait time (max. 60s) the display shows:

CALLING

If the code is not valid, the display shows:

WRONG
CODE

and the display returns to stand-by status;
If the code is valid but the system is busy, the display shows:

LINE BUSY
WAIT

When the system is free again, the call can be repeated.

CALL BY SELECTING NAME FROM REPERTORY

Press the arrow keys to scroll the list of names in alphabetical order. The names are shown on the display:

ROSSI
MARIO

Pressing **X**, stand-by status is restored; with 🔔, if the system is free, the call is made and for the entire pick-up wait time (max. 60s) the display shows:

CALLING

If the system is busy, the display shows:

LINE BUSY
WAIT

When the system is free again, the call can be repeated.

If the repertory contains a high number of names, to make a faster search, proceed as follows.
- Press an arrow key once to display the repertory. The first name is displayed;
- Use the keypad to select the initial letter of the name to be found; the first name that starts with the letter indicated is displayed;
- Use the arrow keys to search for the name required.

For example, to find the name “ROSSI”, from the previous display, press the 7 key three times to position the repertory on the first name starting with “R”; if there are no names starting with “R”, the first name in alphabetical order is displayed. Use the arrow keys to navigate the repertory starting from the name displayed.

Association between buttons and numbers/letters is shown in the following table:

press / button	1	2	3	4	5
1	space	1			
2	A	B	C	2	
3	D	E	F	3	
4	G	H	I	4	
5	J	K	L	5	
6	M	N	O	6	
7	P	Q	R	S	7
8	T	U	V	8	
9	W	X	Y	Z	9
0	0				

CALL TO SWITCHBOARD

If the system includes a concierge switchboard set to “day” functioning, this will intercept and manage all the calls made from the main call modules. The switchboard in “day” status can also be called

directly with the key without any selection, or pressing several buttons at the same time.
If the system is free, the call is made and for the entire pick-up wait time (max. 60s) the display shows

CALLING

If the code is valid but the system is busy, the display shows:

LINE BUSY WAIT

When the system is free again, the call can be repeated.

COMMUNICATION AND DOOR OPENING

If a call is made, when the user lifts the hand-set, the module establishes a conversation and for the entire communication time (max. 10 minutes) the display shows:

SPEAK PLEASE

If the user presses the button to open the main or vehicle entrance, the module activates the corresponding output with temporary display of:

COME IN PLEASE

When the user called hangs up, the communication is closed and the module returns to stand-by status.
If the call is intercepted by the switchboard and this puts the call module on hold in order to call an apartment station, the display shows:

WAIT PLEASE

When communication between the module and the switchboard or directly with the apartment station called by the switchboard is restored, the display shows:

SPEAK PLEASE

TRANSMISSION OF SPECIAL CODES

If the system comprises special decoders, the call module can send commands to activate load driving outputs (lights, gates, etc.)
When the call module is on stand-by, pressing the 0 key, the display shows

CODE: 0_

Continuing to press the 0 key for 2s, the call module switches to special code mode and the display shows:

SPECIAL CODE: 0_

Enter the 3-digit code (from 1 to 255) programmed in the special decoder to be activated. The display shows this code with *:

SPECIAL CODE: 0***

Press **X** to delete the data entered; on completion of data entry, press to sent the code. The display returns to stand-by status.

ENTRY OF DOOR-OPENER CODES

If door-opener codes (unrestricted or associated with names in the repertory) have been programmed on the call module, the door (pedestrian or vehicle) can be opened entering this code. The main entrance lock is activated for codes from 0001 to 4999; the vehicle entrance lock is activated for codes from 5000 to 5999.
When the call module is on stand-by, pressing the key , the display shows

DOOR LOCK RELEASE CODE:

Enter the 4-digit door-opener code programmed. The display shows this code with *:

DOOR LOCK RELEASE CODE: ****

Press **X** to delete the data if you make a mistake; after entry, press .
The display returns to stand-by status.
If the code is amongst those programmed, the lock is activated and the display shows:

COME IN PLEASE

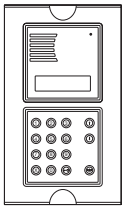
If the code is not amongst those programmed, the lock is not activated and the display shows:

WRONG CODE

"POSTMAN" FUNCTION

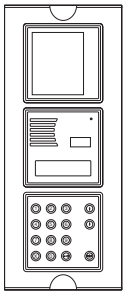
If time bands have been programmed on the call module and the function is active, the main entrance can be opened on the days and at the times established simply by pressing the key.
After pressing this key, any door-opener code can be entered to open the vehicle entrance.

EXAMPLES OF MODULAR CONSTRUCTIONS



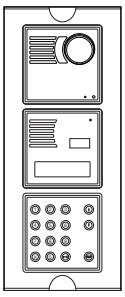
Ref.	Description	N°	
1083/13	Call module	1	
1145/52	Flush mounting box	1	Flush mounting
1145/62	Module holders and frames	1	
1145/712	Embedding frame (°)	1	
1145/612	Rain hood (°)	1	
1145/312	Hooded housing	1	Wall mounting

(°) optional, alternatives



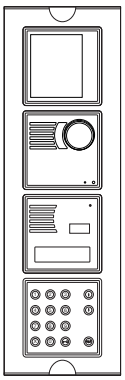
Ref.	Description	N°	
1083/13	Call module	1	
1145/50	Repertory module	1	
1145/53	Flush mounting box	1	Flush mounting
1145/63	Module holders and frames	1	
1145/713	Embedding frame (°)	1	
1145/613	Rain hood (°)	1	
1145/313	Hooded housing	1	Wall mounting

(°) optional, alternatives



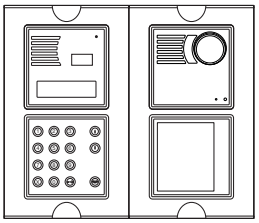
Ref.	Description	N°	
1083/13	Call module	1	
1745/40	Colour camera module	1	
1145/53	Flush mounting box	1	Flush mounting
1145/63	Module holders and frames	1	
1145/713	Embedding frame (°)	1	
1145/613	Rain hood (°)	1	
1145/313	Hooded housing	1	Wall mounting

(°) optional, alternatives



Ref.	Description	N°	
1083/13	Call module	1	
1745/40	Colour camera module	1	
1145/50	Repertory module	1	
1145/54	Flush mounting box	1	Flush mounting
1145/64	Module holders and frames	1	
1145/714	Embedding frame (°)	1	
1145/614	Rain hood (°)	1	
1145/314	Hooded housing	1	Wall mounting

(°) optional, alternatives



Ref.	Description	N°	
1083/13	Call module	1	
1745/40	Colour camera module	1	
1145/50	Repertory module	1	
1145/52	Flush mounting box	2	Flush mounting
1145/62	Module holders and frames	2	
1145/724	Embedding frame (°)	1	
1145/624	Rain hood (°)	1	
1145/324	Hooded housing	1	Wall mounting

(°) optional, alternatives